## TACTICAL DECISION GAME:

## Seizing and Holding an Enemy Training Center in Afghanistan with a Tactical Air Assault

**LESTER W. GRAU** 

Situation — You are the commander of an Air Assault rifle

Your mission is to conduct an air assault to secure an LZ near a confirmed enemy surface-to-air missile training center (STINGERs) in Afghanistan in order to allow the remainder of your battalion to land and destroy the training center.

You conducted an in-depth preparation for the mission 48 hours in advance, and were provided with detailed information on the enemy occupying the base as well as overhead imagery and detailed maps that identified dead space in the approach to the objective, likely enemy fighting positions and fire sacs, as well as key targets to be destroyed with indirect and Apache fires.

Your company landed on the LZ without any problems and quickly secured it, but the remainder of the battalion was cut off and forced to land 20Km from your position due to effective ADA fires from the training camp and the surrounding hills. After

driving off the remainder of the battalion, the enemy began to attack you in platoon size elements from the north and the south.

After fighting all day, your company is down to 4 magazines per man, 400 rounds per SAW and 240B, and 50x 60mm rounds. In addition, although the remainder of the battalion is trying to break through to your location, they have met heavy resistance and will not be able to reach your location until the next morning, and no supplies can be brought in by air.

You have support from 2 OH-58s and 2 Apaches, but their ability to place effective fires on the objective is limited due to the ADA threat. You also have priority of fires from the Brigade's 105mm howitzer battalion.

At 2300 hours, your battalion commander called and ordered you to conduct an attack at night to seize the training camp NLT 0300 to prevent the enemy from continuing ADA training and attacks against U.S. aircraft.

You have 20 minutes to develop a concept and issue it to you subordinates.

